

Blast Through the
Mystical, Surreal Worlds of

PANZER DRAGON™

Fulfill your destiny and keep the Dark Dragon from reaching the Tower, or die trying.

- Pilot through seven unbelievably realistic levels ranging from eerie tropical blue ocean cities to intricate subterranean passageways.
- Beware. The Dark Dragon controls evil giant dragon flies, frightening man-sized wasps, ghost sand worms, cyber scorpions and lethal flying battleships.
- Enemies approach from all sides. With 360-degree control, and lock-on targeting, you must attack quickly and show no mercy.



Features Gungl Blind, Doylce Blues, Tabitha, Call Me Crazy, Do Jam and Why composed and performed by bygone dogs. bygone dogs is Joel Alvarez: Glerer and Vacio; Tim Alan, Bassist; and Brad Katsur: Drums. I Will Not Tilt It composed by Alvarez, Alan and Juan-Claudio Aloniz.

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SEGA



SEGA SATURN™

CYBER SPEEDWAY™



Features music by the
bygone dogs



81205



WARNINGS

READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone and speakers.

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HANDLING YOUR COMPACT DISC

- ☐ The Sega compact disc is intended for use exclusively on the Sega Saturn.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

FOR MORE INFORMATION...

Sega Gameplay Hotline.....1-415-591-PLAY
 French Instructions/Instructions en français.....1-800-872-7342
 For the Latest News on SEGA SATURN.....1-800-SEE SATURN

Visit Sega's Internet Sites at:

web site: <http://www.segaa.com>
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



War and Peace—the Cyber Speedway

Imagine. Sometime in the future. A universe free from wars. Civilizations developed to the extent that planets no longer need to attack and destroy each other.

Despite the intergalactic pacts and treaties that protect the universal peace, a few backward outposts continue their primitive practices.

Now two of these offenders are locked together in battle. The savage inhabitants of Kaladasia have been at war with the armed forces of another barbaric planet for so long that no one is sure why they are fighting anymore. No solution has been forthcoming.

Kaladasia's enemy: Earth. No more than a speck of mud spinning around a second-rate star in a forgotten corner of the galaxy. But, it is one of the last barriers to universal peace.

At last, there may be a solution. The leaders from uncountable planets in all the galaxies of the universe gathered to find a way to reform its delinquent members. *Cyber Speedway*, they call it.

In place of the battlefield there is the cyber-race course. Instead of planes and tanks, hi-tech sleds. Armies of millions no longer need to perish. All disputes can be decided by the outcome of the race. The conflict with Kaladasia and the future of universal peace both depend on the hero that drives the winning sled. Is that hero you?

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Starting Up

Using the Sega Saturn

1. Set up your Sega Saturn system following the instructions in the *Sega Saturn Instruction Manual*. Plug in Control Pad 1. To play *Cyber Speedway* as a two-player game, plug in Control Pad 2 also.

Note: *Cyber Speedway* is for one or two players.

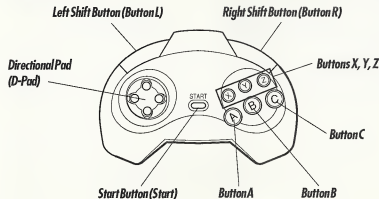
2. Place the *Cyber Speedway* disc, label side up, in the well of the CD tray, lock into place and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or if the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



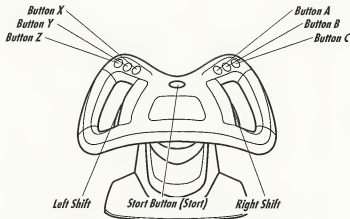
Take Control!

Control Pad



Button	Pre-Race	During Race
D-Pad	Highlights items	Steers vehicle
Start	Brings up Game Mode Select screen	Pauses game; resumes paused games
Button A	Makes selections	Brakes
Button B	Cancels selections	Accelerates
Button C	Makes selections	Fires weapon
Button X	Not used	Driver's View
Button Y	Not used	Normal View
Button Z	Not used	High View
Button L	Not used	Steering boost to left
Button R	Not used	Steering boost to right

Note: Button configurations may be changed in the Options screen (see page 5).



Control	Pre-Race	During Race
Steering Wheel	Moves highlighter left/right	Steers vehicle
Left/Right Shift	Moves highlighter up/down	Steering boost left/right
Start	Brings up Game Mode Select screen	Pauses game; resumes paused game
Button A	Makes selections	Brakes
Button B	Cancels selections	Accelerates
Button C	Makes selections	Fires weapon
Button X	Not used	Driver's View
Button Y	Not used	Normal View
Button Z	Not used	High View

Racing à la Mode

Following the Sega logo, a game demo appears. Press Start to advance to the Game Mode Select screen. Highlight Story Mode or Free Run Mode to start racing, or adjust gameplay parameters in the Options screen.



Story Mode: represent Earth in a series of races at the Cyber Speedway where galactic disputes are resolved on the race course

Free Run Mode: race against a second player, the computer or the clock on the game's various courses

Options: change your button assignments, adjust and sample the game's audio environment and view the course records

Press the D-Pad up or down to highlight a mode, and press Button A or C to select.

Options



Press the D-Pad up or down to highlight an option.

Key Assign enables you to change the button assignments for your Control Pad. There are three configurations available. Press the D-Pad left or right to cycle through these choices until the configuration you desire is shown.

Audio sets the game's soundtrack to stereo or monaural. Press the D-Pad left or right to highlight your selection.

BGM Test allows you to sample the music used during the game. Press the D-Pad left or right to select a track number, then press Button A or C. The selected soundtrack continues until you select a new track or exit the Options screen.

SE Test offers a preview of *Cyber Speedway's* sound effects. Select as for BGM Test.

Course Record lists the record times and best lap times for each course at Standard and Advanced racing levels. Press the D-Pad up or down to cycle through the planet names and left or right to switch between Standard and Advanced levels.

Exit takes you back to the Game Mode Select screen.

Story Mode

In Story Mode, you represent Earth in a series of races to determine the outcome of its conflicts with the Kaladasians and other war-mongering planets.

After you select Story Mode, the Game Level Select screen appears. Race on either Standard or Advanced level courses. (The final course has no Standard Level.) Press the D-Pad up or down to move the highlighter and press Button A or C to make your selection.

You are given a chance to confirm your choice. Select Yes to advance and No to return to the Game Level Select screen.



Next, you go down to the Meeting Room to pick up some helpful hints about the courses you face. Listen carefully to the advice on Sled settings, too. Press Button A or C to speed through these screens.



Select Settings to fine-tune your sled before the action begins. The Special settings available depend on your performance in the previous race. Press the D-Pad up or down to choose which feature you wish to adjust. Press left or right to make your setting. When you are through, press Button A, B or C.



If you are ready to begin, select Start Race and press Button A or C.

You are given a chance to confirm your choice or make final adjustments before racing. Select No to return to the Settings screen. Select Yes to start the race.

Viewing the Race

You can control your sled from one of three viewpoints.



Driver's View puts you in the front seat viewing the action from behind the wheel. Press Button X.

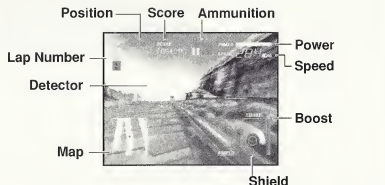


Normal View allows you to control from a standpoint slightly behind your sled. Press Button Y.



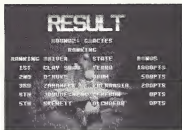
High View follows the sled in an elevated rear view. Press Button Z.

The Racing Screen



Position shows your rank relative to the other sleds in the race. **Score** indicates how many points you have accumulated. **Ammunition** is the number of rockets you have collected. **Power** measures your acceleration. **Speed** tells you how fast you are going. **Boost** decreases as you use your boost functions to thrust your sled left and right for extra steering control. Your Boost capacity re-charges with time. **Shield** shows the damage to your sled from crashes and other impacts. **Map** presents an overview of the course indicating your position. **Detector** flashes to warn you if another sled is approaching from behind or you are under fire. **Lap Number** indicates the current lap and the number of laps completed.

Results!



When you finish a race, you see the Results screens. The first summarizes the performance of each racer in finishing order. This screen does not appear for the first round.

Ranking shows finishing position. **Driver** gives the driver's name. **State** is the planet of origin. **Bonus** is total accumulated points.

Press Button A or C to advance to the second Results screen, which shows a breakdown of your score.



Total Time is the time you took for the race.

Position awards bonus points for your performance for each lap (100 for first place, 50 for second and 20 for third).

Finish Bonus compensates you for your finishing position (1,000 points for first place, 500 points for second and 200 points for third). **Remaining Rockets** gain you 30 points each.

Remaining Shield amount is multiplied by 30 and added to your score.

Total Score is the sum of the above.

On with the Race

The final outcome of the conflict with Kaladasia cannot be decided by just one race. You must complete each race to advance to the next, more challenging one. Following the Results screens, you will go to the Meeting Room on the next planet to prepare for the next confrontation.

Continue

You can retire from a race at any time by pressing Start, selecting Retire, and pressing Button A or C. If you retire, the Continue screen will appear, as long as you still have Continues available. You start with three Continues and gain one for every 3,000 points you accumulate. Select Continue and press Button A or C. The action recommences from the Meeting Room before the race in which you retired. Select End and press Button A or C to go to the Title screen.



Free Run Mode

Free Run Mode allows you to practice on courses you encounter in the Story Mode. You can race the clock in the Time Trial, try your skill against a computer opponent in the 1P VS COM Mode, or go head-to-head against a friend in the 1P VS 2P Mode.

Time Trial

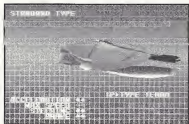
If you select Time Trial, you have the track to yourself.

The racing screen is basically the same as for Story Mode, except that instead of your score and position, your lap time and total time are shown.

You can elect to go directly to the race by selecting Race Start, pick your vehicle in Sled Select, or choose where you'll race in Course Select.

Sled Select

There are five sleds available. Press the D-Pad left or right to scan them. The name, acceleration, maximum speed and steering and brake capabilities of each sled are listed. When the sled you want is showing, press Button A or C.



Terra

This Earth-made sled features high speed and stable steering. Its all-round performance is complemented by a robust body.

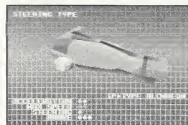


Kaladasia



Produced by Earth's archenemy in the current war—this sled has the highest speed of all models available. While this gives it the edge on the straightaways, cornering is tricky.

Alcmaeon



The Alcmaeons, bound in military alliance to Earth, display their ingenuity in this sled, which is notable for its stable cornering.

Drum



The Drums produced this sled using parts imported from their allies, the Kaladasians. It boasts high acceleration and deceleration response but lacks flat-out speed.

Cerebun



Cerebun is a neutral party in the current disputes. This sled represents the culmination of Cerebun technological expertise, with solid overall performance, notably stable cornering and powerful acceleration.

Course Select

The *Cyber Speedway* arena spans six planets. On all except Armasatelles, there is a Standard and Advanced-level course. Press the D-Pad up or down to scan through the planets and left or right to switch between levels.

Terra

The home ground for humans. This course was built as a research facility on Earth.



Glacies

A world of ice and darkness. Sled control on this course is hindered by the frozen road surface. Look out for the pillars of ice.



Vastitas

Vertical land displacements call for tricky driving to counter the leaps and drops in the rock and sand. Beware of poor visibility.



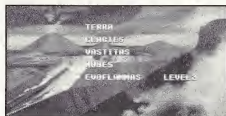
Nubes

An airbound course featuring high-speed driving through clouds of thick gasses. Keep an eye out for the sharp corners and undulations in the course surface.



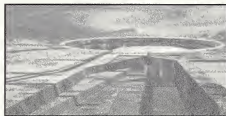
Evoflammus

A newly built course on which it is very difficult to make up a lead once lost. The erratic lava flow ensures that the action never cools down.



Armasatelles

This course was constructed on an artificial satellite. It is full of sharp bends and long straights. No standard level is available for this course.



Results



1P VS COM

This is a grueling human-against-machine race. If you decide to rise to this challenge, the progression to the course start is the same as for Time Trial. However, when making decisions in the Sled Select screen, you first choose for yourself and then choose for the computer. The racing screen is similar to Story Mode.

The Results screen tells you whether you win or lose, and shows your score, calculated like Story Mode.

1P VS 2P

If you have two Control Pads plugged into your Sega Saturn another player and you can select 1P vs 2P. Set up the race like 1P vs COM, but Player 2 should choose his or her own selection in Sled Select. Course Select is made by Player 1. Either player may pause or end a race in progress by pressing Start and selecting the appropriate option.

The racing screen functions with a split screen. Player 1 races above and Player 2 below.

Player 1



Player 2

The Result screen is like 1P vs COM, with Player 1's results followed by Player 2's.

Getting Cyber Speedway Ahead

- Pick up rockets on the course as you race. Then use your weapon sparingly to destroy obstacles and slow down other racers. You can only hold five rockets, so don't waste time collecting when you have a full arsenal.
- In addition to the other racers, there are nonparticipating sleds (green in color) on the track. They do not affect your position directly, but crash into them and they certainly affect your time.
- Get to know each course well, and keep referring to the map. The action is too fast to take everything on the spur of the moment, so if you're not prepared you lose valuable time.
- Conduct thorough research on the courses in Free Run mode. It gives you an opportunity to acquaint yourself with the lay of the land in an environment with minimal interruptions.
- Listen carefully to the soundtrack as you race. If you hear a voice say "Warning!" you are under fire.
- Watch for shortcuts on the Advanced-level courses.

Sega of America Credits

Producer: Dante Anderson
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Testers: Lorne Ascuncion, Tracy Johnson, Aron Drayer, Nick Katakis, Tim Turner, Stan Weaver, Mark Dawson, Sako Bezdjian, Matt Prescott, Neil Musser
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CD Technical: Jef Feltman, Larry Loth
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Special Thanks: James Spahn, Steve Payne, Eric Rawlins, Spencer Nilsen, Dave Albert, Mark Miller, Adam Sevillia, Joyce Takakura, John Couch, J. Tony Smith, Max Taylor, Tim Dunley, Mike Williams, Sarah Wittmer, Sega Consumer Service, Dave Grohl

Music Credits



"Going Blind," "Dayglo Blues," "Tabitha," "Call Me Crazy," "Da Jam" and "Why" composed and performed by bygone dogs. "I Will Not Take It" composed by Alvarez, Alan and Aknin.
Produced by Spencer Nilsen and bygone dogs.
Recorded by Dave Young for Sega Music Group.
bygone dogs are Joel Alvares, guitar and vocals; Tim Alan, bass; and Brad Kaiser, drums.
Contact bygone dogs at 415-267-1891,
or see Sega Web Site @ <http://www.sega.com>.



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DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

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